

FIG. 1

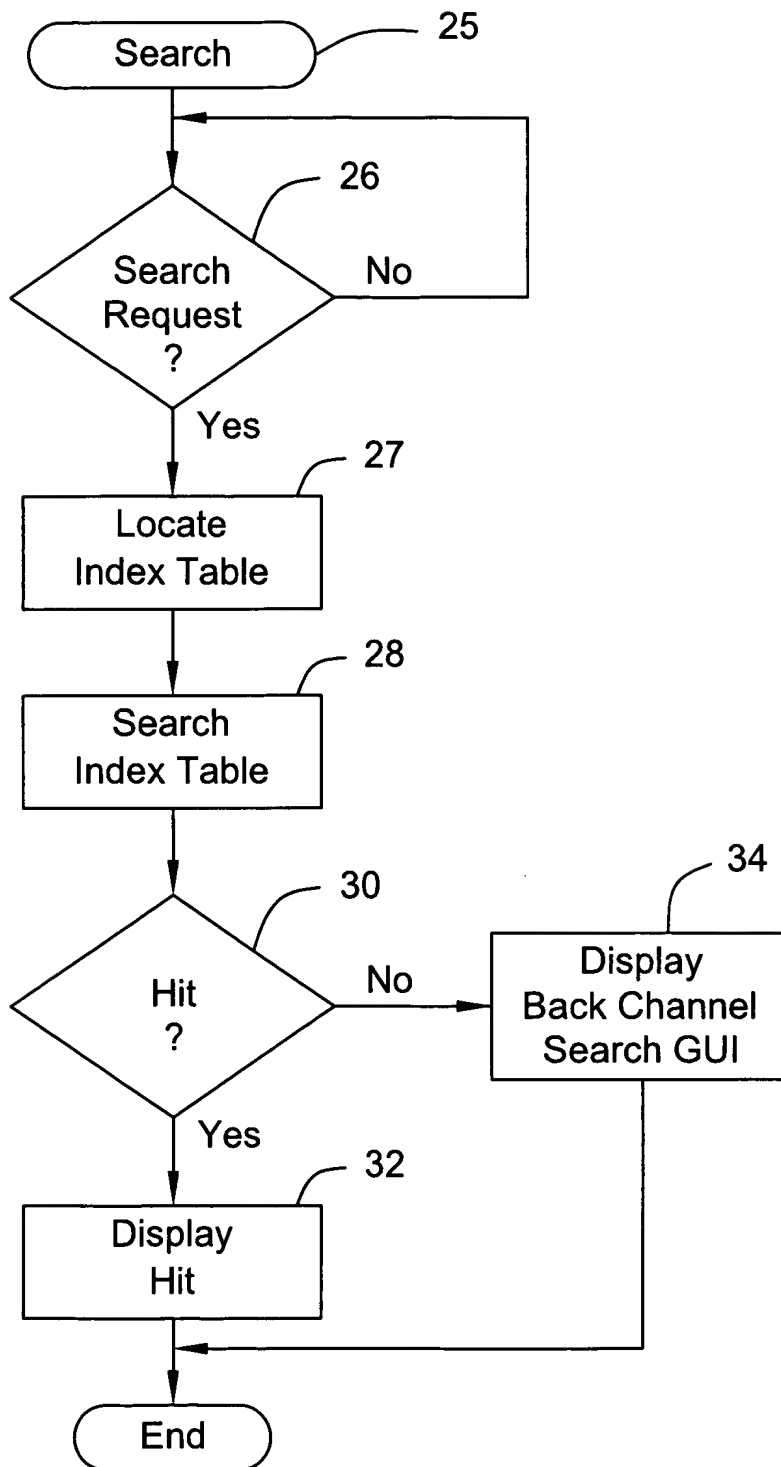


FIG. 2

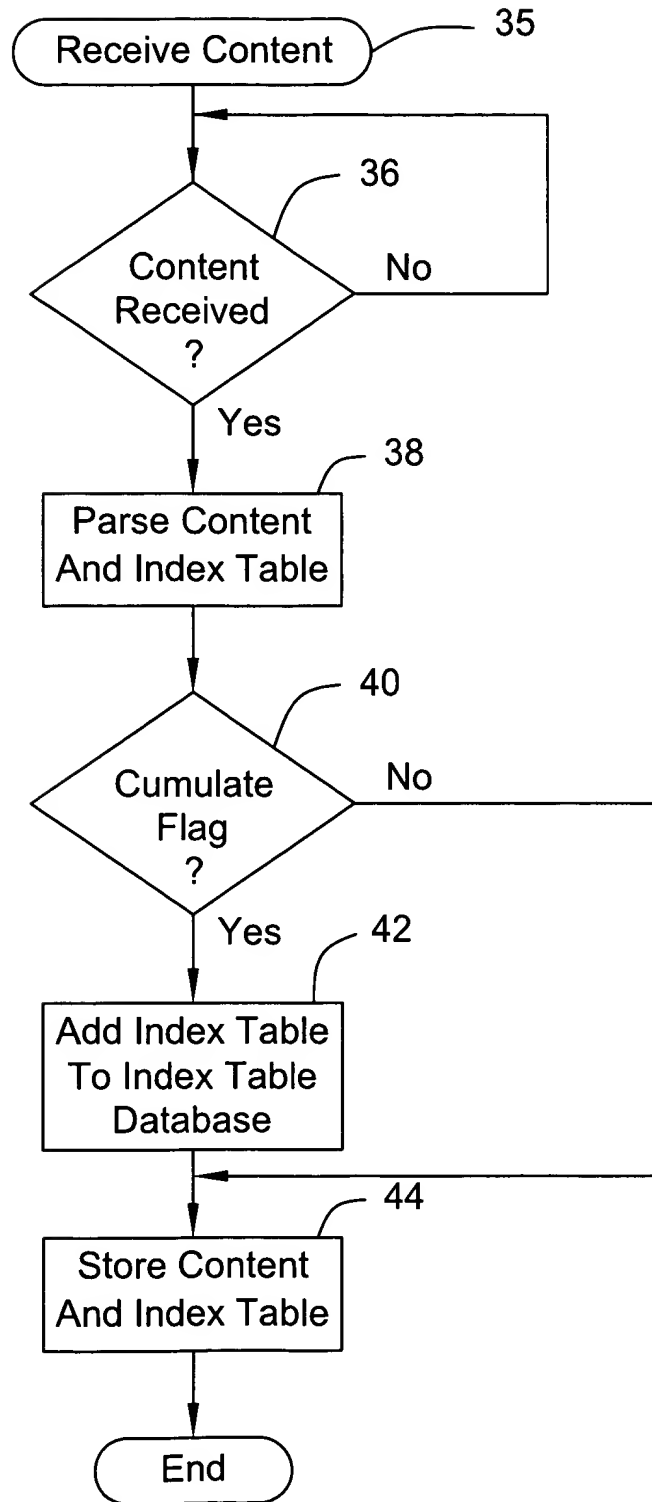


FIG. 3

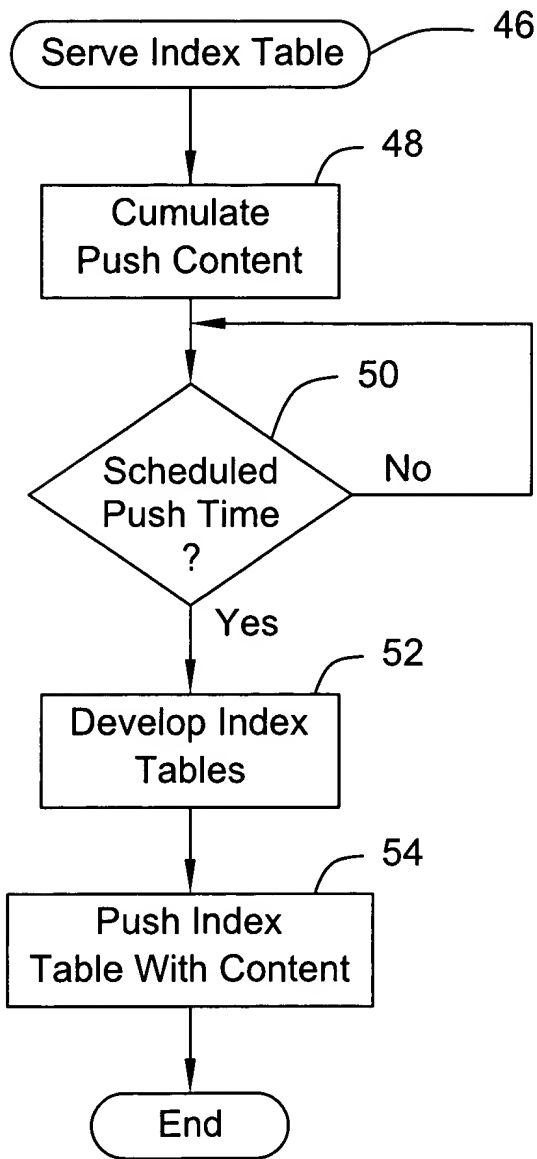


FIG. 4

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graph TD; 60([Autocast]) --> 62[Receive Client Requests]; 62 --> 64[Cumulate Requests By Object Requested]; 64 --> 66{Object Requested Frequently?}; 66 -- Yes --> 68[Schedule Object For Multicast]; 66 -- No --> End([End]); 68 --> End;
```

The flowchart illustrates the Multicast Scheduling Method. It begins with an oval labeled "Autocast" (60), which leads to a rectangular process block labeled "Receive Client Requests" (62). This block leads to another rectangular process block labeled "Cumulate Requests By Object Requested" (64). From block 64, the flow proceeds to a diamond-shaped decision block labeled "Object Requested Frequently?" (66). If the answer is "Yes", the flow goes to a rectangular process block labeled "Schedule Object For Multicast" (68). If the answer is "No", the flow goes directly to an oval labeled "End". From block 68, the flow also leads to the "End" oval.

FIG. 5

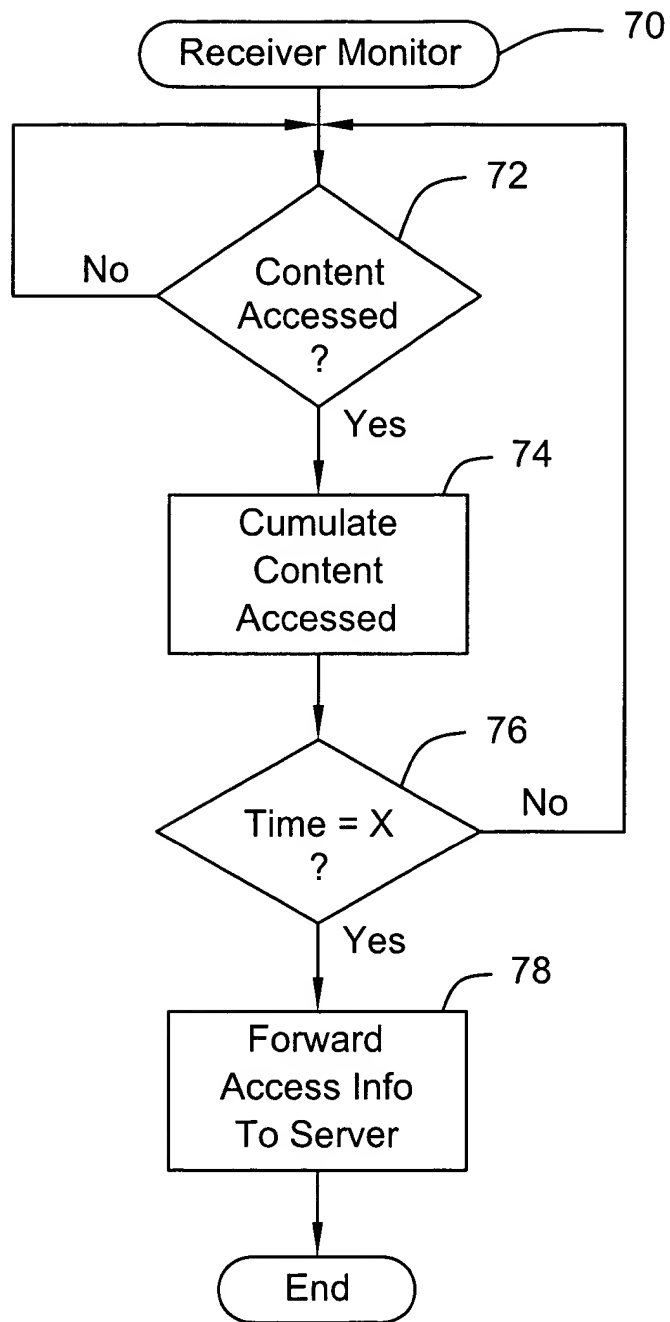


FIG. 6

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graph TD; 80([Server Monitor]) --> 82[Receive Access Info From Receivers]; 82 --> 84[Compare Access Info To Multicast Logs]; 84 --> 86[Adjust Multicast Logs Based On Access Info]; 86 --> End([End]);
```

The flowchart illustrates the process of the Server Monitor. It begins with a rounded rectangle labeled "Server Monitor" (80). An arrow points down to a rectangle labeled "Receive Access Info From Receivers" (82). Another arrow points down to a rectangle labeled "Compare Access Info To Multicast Logs" (84). A third arrow points down to a rectangle labeled "Adjust Multicast Logs Based On Access Info" (86). Finally, an arrow points down to a rounded rectangle labeled "End".

FIG. 7